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GDG NG Events

Description

Sometimes, news about events organized by Google Developer Groups (GDGs) in Nigeria does not get to the intended attendees on time which leads to low turnout at such events. This app eliminates the need for publicity. It curates all the events held by GDGs in Nigeria. The app will then send out notifications to the users when events are created by the GDG Organizers on it. The users can view all the available events and choose which of the GDGs to get notifications for.

Intended User

This is an app for anyone interested in attending events organized by Google Developers Groups in Nigeria. It is also for the organizers of these groups.

Features

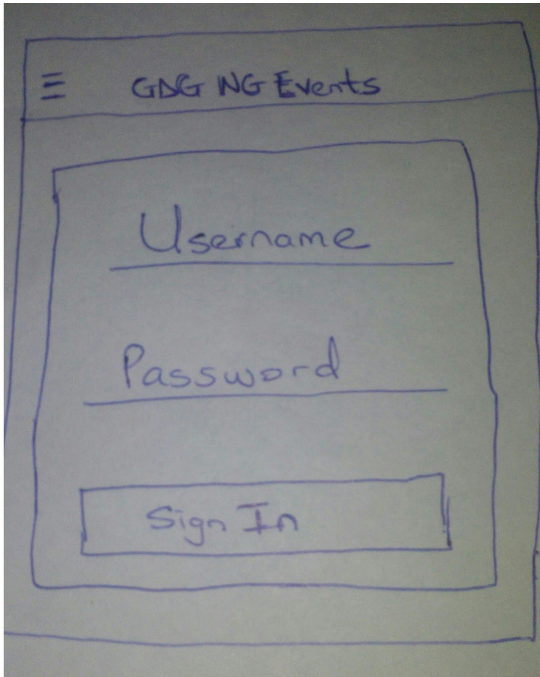
- Displays list of all events

- Sends notifications for new events
- Allows users to mark an event as favorite
- Displays details of event
- Allows users to request an uber on the event date

User Interface Mocks

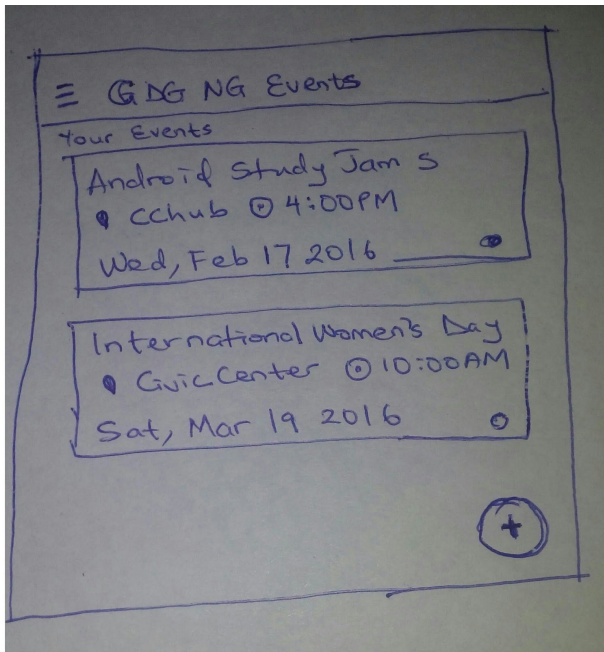
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



This is the login screen for the GDG organizers who will create the events on the app

Screen 2



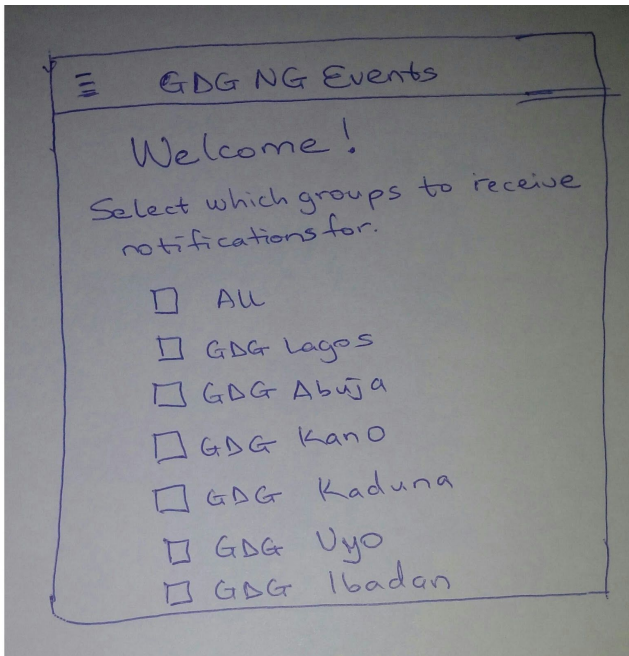
This is a list of all the events that particular organizer has created on the app. The organizer also has options to add a new event.

Screen 3

A hand-drawn sketch of a mobile app screen titled "GDG NG Events". It shows a form for creating a new event. The form has the following fields: "Event name", "Short Description", "Long Description", "Venue", "Date", "Time", "Duration", "Speakers", and "Tags". At the bottom of the form is a button labeled "SUBMIT".

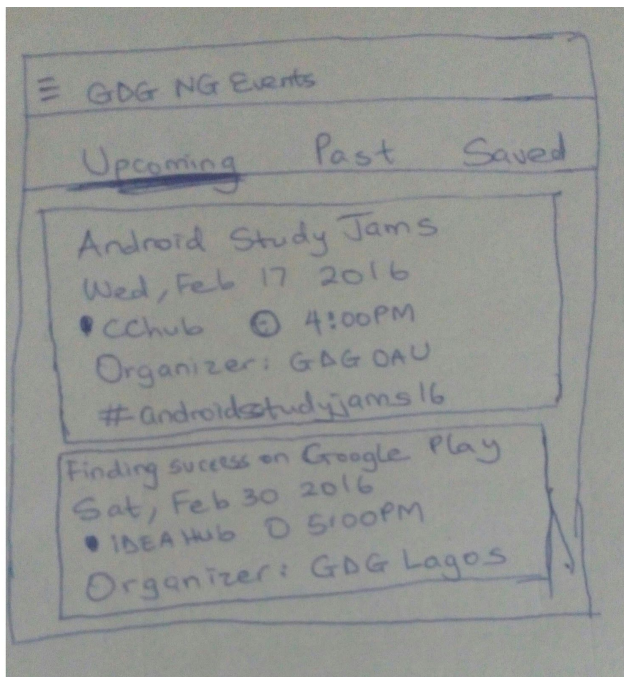
This is the form the organizer has to enter the details of the new event

Screen 4



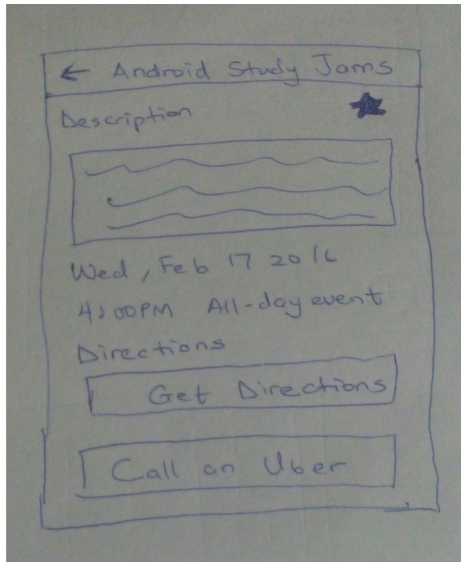
This is the welcome screen for members of the GDGs where they select the groups they prefer to receive notifications for

Screen 5



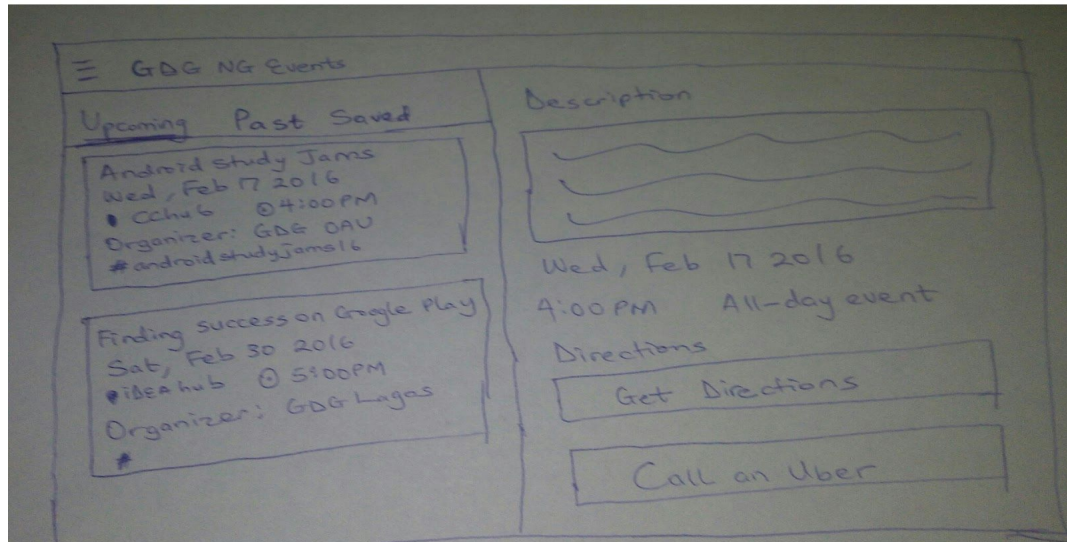
This shows all the events based on the GDGs the members signed up for. The past tab contains events that have already taken place while the saved tab contains events that the user has favorited

Screen 6



This is the event details view where a user can mark an event as favorite, get directions to the event and call an uber.

Screen 7



This is a tablet layout that displays the events list and details on the same page. It is a combination of Screen 5 and Screen 6

Key Considerations

How will your app handle data persistence?

A Content Provider will be built.

Describe any corner cases in the UX.

There are two types of users. The organizers who will create this event and the members of the group who will attend the events. The organizers will be able to switch between creating events and viewing the list of available events from the navigation drawer.

The members of the group will only be able to view and interact with the list of events since they will not have a password to the organizers page.

Describe any libraries you'll be using and share your reasoning for including them.

Firebase - to serve as a backend for the app.

Batch - to enable push notifications from Firebase

Uber - to handle the request for a ride to the event's venue

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

- Create an Login interface for the organizers
- Create an interface for the organizers to allow them create events
- Configure a new app on Firebase
- Send and receive data from Firebase
- Create the interface that displays all the events based on data from the organizers
- Implement a Content provider that allows the user save an event
- Implement notifications to update the user with new events

Task 2: Implement UI for Each Activity and Fragment

- Build UI for GDG Organizers LoginActivity
- Build UI for CreateEventActivity
- Build UI for Welcome Activity for the members
- Build UI for UpcomingEventsFragment
- Build UI for PastEventsFragment
- Build UI for MyEventsFragment
- Build UI for EventDetailsActivity

Task 3: Send and receive data from Firebase

- Configure a new app on Firebase
- Connect the mobile app to Firebase

- Collect and send data to the server
- Receive and display data

Task 4: Implement Content Providers

- Create the Database
- Create the Content Provider

Task 5: Implement Push Notifications

- Integrate Batch
- Make Batch and Firebase work together

Task 6: Implement Google Analytics

- Set up the project
 - Set up the configuration file
 - Add the configuration file to my project
 - Add screen tracking
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